Campaign Background

Religion/Omerian Mythos

The Alkaghi are Pantheistic. Here are brief descriptions of the most common deities, as well as their most common aspects.

Raciata (ROSH-ta)

(Healer, Goddess of the Winds, True-Seer)

Ractiatans (ROSH-tans) are by far the most prevalent and influential of priest orders. The goddess has an extensive following among the public, due to her wide and varied influence, and the generally honorable behavior of her priests. Most Raciatans are Healers by trade, with Wind Priests and True-Seers making up about a fourth of the order's total number.

Healer Aspect (Healing, Protection; Knowlegde): In this outlook, Raciata is looked upon as the benevolent mother, one that tends to wounds and brings forth the nurturing power of life. She is often depicted as wearing all white robes, with a hood pulled casually over her head. It is this aspect that is seen as the most benevolent. Followers of the Healer aspect wear all white robes and often embroider a dove somewhere prominent on their clothes.

Goddess of the Winds Aspect (Element, Wind; Protection; Knowledge): As the master of the winds Raciata is looked upon as the harbinger of the seasons, letting man know when it is time to plant and when it is time to harvest. It is in this aspect that she is viewed to work closely with her mother Yulta and her brother Croiatia. This is the most fickle of all her personas, and often times sailors will offer small sacrifices of burned herbs to ensure fair winds. Followers of the Wind aspect wear garments of all blue, usually light blue. And like the other priests they place a dove on their clothes for all to see.

True-Seer, Goddess of Truth Aspect (Knowledge; Order; Protection): This can be the most militant of all Raciata's aspects. It is this aspect that works closely with Semit in dispensing justice. In this form she is seen as a much more stoic figure, accepting no excuses and permitting no falsehood. As the Goddess of Truth she is often seen in conflict with Gaskorathmichtx. Followers of the True-Seer, unlike the other orders, wear a white feather on their garments, symbolizing purity and truth. Their clothes are of mixed blue and white, and tend to feature clean, straight lines or strong, simple shapes.

Special Restrictions: One of the restrictions placed on this order is the self-imposed oath of truthfulness, which can be taken as the character's virtue, if the player is so inclined. If this oath is violated the priest loses all of his clerical abilities until he has atoned. Further, if the priest commits a crime, especially a moral crime all clerical abilities are lost forever. The character simply cannot atone.

Burial Rites: Followers of Raciata are blessed and then cremated outdoors. The cremations are always done with fragrant spices or herbs as to please the winds.

Yulta (YULL-tah)

(Goddess of Nature and Renewal)

Yulta is seen as one of the more benevolent of the gods. She is probably the most active, except for Semit. She is viewed as a nurturing goddess, one that has helped man escape from the clutches of ignorance and despair. Because of this she has one of if not the largest followings among the human population. She is one of the few that has but one aspect. Yulta is often seen as the goddess of spring, summer and fall, all in one.

Goddess of Nature (Creation; Healing; Nature): As the goddess of nature, the protector of man and the mother of the harvest., Yulta she is seen as a beautiful woman dressed in greens and browns in equal portions. She is the protector of all nature as well as its creator. She is pictured as a woman that carries a basket or a rake. Followers of this aspect dress in green garments with some brown elements and often sew a cloth leaf on their clothes. They are often seen planting flowers, shrubs and trees wherever they can. They protect nature from abusive treatment, not if it benefits humanity. Destruction simple for the sake of destruction often draws the wrath of these priests and of Yulta herself. They are "simple" people who try to live life in harmony with nature and they preach this harmony to others. Yultans often go out to help others however they can.

The "Brotherhood of the Oak" (Animals; Plants; Healing): There is a special sect of this aspect that is entirely composed of "Fighting Monks." This sect is known as "The Brotherhood of the Oak". This is a very small group and is under the direction of either special agents of Yulta or of Yulta herself. It is often this

aspect that is seen working with Semit in dispensing justice to those who would despoil or destroy nature. Brothers of the Oak undergo a great deal of martial training. They prefer wooden weapons, or their bare fists.

Burial Rites: Loyal followers are wrapped in a blanket and buried with wild herbs, flowers and small pine tree branches (unless a member of the Druidic order where they are buried with an oak branch).

Restrictions:
*Devote at least a month out of the year helping farmers.
*Must donate at least 25% of any treasure gained to the order (Oaks=75%)
*MUST MAINTAIN A PERMANENT RESIDENCE IN OR NEAR A WILDERNESS AREA.

Enx (ehnks)

(Keeper of the Lost Souls, God of Death, Lord of the Underworld, God of Winter, God of the Moon and the Night, Lord of Dreams)

Enx is a god of few words but powerful and far-reaching actions. He is the only god that has both a good and evil nature, thus setting his importance in the pantheon. In all his incarnations he is a soft-spoken, if not altogether silent god. His appearance tends to depend on the manner in which he is viewed. In all guides, he is not a very attractive God, though his visage may not be altogether unwelcoming.

God of Death Aspect (Death; Element, Earth): As the benevolent god of death, Enx is viewed as but a cycle of life, the caretaker of those whom have served their purpose on this earth. While his visage may be fearsome, a white skinned man wearing a jet-black cloak with red highlights, it is not meant to be evil. Enx judges those souls and sends them on their way to the higher or lower planes. In some cases, Enx will judge a mortal's deeds on the records of life to see if he is worth of traveling to Evermore (The home of all heroes) or if they have the distinction of inhabiting Toornak (The hall of villains). He will then judge if the person's soul is worthy to travel to Nirvana or down to Hades for eternity. This aspect views life as precious and wonderful and anyone that ends a person's life unjustly is viewed unfavorable by Enx. Followers of this aspect wear robes that range medium gray (initiates) to black with red trim (high priest). All priests wear something on their person or clothes displaying a white or silver circle with a black stone. This is the "Circle of life" and the stone represents both the start and ending of life's journey.

As the malevolent god of death, Enx is viewed as the final arbiter, the cutter of life's sacred strand, the scythe of life. While his visage is fearsome, a rotting corpse or a skeleton wearing a ragged, jet-black cloak with red highlights. In this aspect Enx is said to look with an uncaring eye upon all humanity, and with a callus and fickle temperament, cuts short the life of man. Even in this aspect, however, Enx must judge a mortal's deeds on the records of life to see if he is worthy to traveling to Evermore (the home of all heroes) or if they have the distinction of inhabiting Toornak (The hall of villains). If the person is unworthy of those two places than they travel to the nether pits of Hades to slave for the great evil that is Trantrure. Followers of this aspect wear robes that are all black with red trim. All priests wear something on their person or clothes displaying a white or silver skull and sickle.

God of Winter (Element, Cold; Moon): As Yulta is seen as the goddess of spring, summer and fall, dark Enx is seen as the god that controls the world's dormant and bleak season, winter. This is the aspect that puts the world at rest, allowing it to sleep so that it may recover from the toils that man and beast has put it through. In this aspect he is seen as a white skinned man wearing white/light blue robes. This aspect has few followers. Followers of the aspect of winter wear all white robes with light blue trim and carry a symbol of an icicle. Usually these priests, when they are found at all, help man cope through the winter, searching for food and water. There are, naturally, a few sects that see winter as a punishment for the iniquities of the living, a transgression which they are altogether too willing to administer punishment.

God of the Moon and Night (Moon, Knowledge) : As the god of night, Enx is seen as the god that makes all man and beast rest. He is also seen as the god of sleep, rest and dreams. Enx is pictured as an elderly man wearing a black cloak with thousands of points of light and a halo around his head that is to symbolize the light of the full moon. Followers of this aspect work closely with Reyetta in pursuit of peace and rest for man. Unlike Reyetta's followers, they do not bicker and fight with Semit's priests, but try to work along side both sides. They realize that with rest and sleep can come reason and peace. This is still a very small sect and not often seen unless the city or town is quite large. The alter-world of sleep in rest is a neutral place all must enter. Thus, these priests tend to walk the line between the abstract concepts of "good" and "evil." They see only "troubled" or "tranquil" souls.

Burial Rites: None of the aspects of Enx have any particular burial rituals. Dead is dead. Any means will suffice.

Semit (SEM-it)

(Fiery One, God of War, Hammer of the Heavens, Slayer, The Justifier)

Semit is the most militant of all the Good pantheon of Gods. Most of his aspects are warlike in nature. In older days Semit was seen as the enforcer of the gods will or the "Iron fist of the gods". He was often called upon to punish insolence and evil. With all the troubles in the world recently Semit's base of followers have grown.

God of War Aspect (War, Strength): The most militant of his personas, Semit is seen as the ultimate warrior, a master of tactics, strategy, and combat skill. He is fearless and resolute. But unlike his twin brother Temis, he does not wage war simple for the sake of carnage and sport. This aspect only wages war so that peace may be restored. He impresses upon his followers that war is only an option should all other options be exhausted. Followers will always wear red, no matter what. The followers of war disdain armor in

combat, as Semit himself does. Lower order priests are allowed to wear medium armor, while the highest level priests might wear only a pair of leather pants (and some wear nothing at all). During combat, all priests of war will paint themselves red, so that the enemy will never know if they are wounded, and to prove their faith in their god. All higher-level followers will been seen with large two-handed weapons, usually a two-handed sword. All Semitians disdain shields and will never use them.

God of Justice Aspect (Order, Strength): As the enforcer of the god fs laws, Semit is also seen as the god of laws and of order. He is tireless in rooting out evil and corruption. It is this aspect that works closely with Raciata in defeating evil and injustice. This aspect, like Raciata fs True-Seer, is often in conflict with Gaskorathmichtx. Followers of the Justice aspect are not only warriors but also law enforcement officials, government personnel, and anyone who has been wronged. Priests of this order are often seen in many societies as the ultimate dispensers of justice, the executioners. This order wears all black with some traces of red. Like their war brethren they will not use shields and favor two-handed weapons in combat, primarily axes.

Burial Rites: Semitian priests and followers are wrapped in red or black cloaks and cremated with their most personal belongings, then the remains are buried.

Restrictions: Once the battle is enjoined, a Semitian can never engage in a full retreat. They CAN be convinced to "tactically withdraw," but will expect to launch a counterstrike at the first opportunity. Semitians who show cowardice in battle are rumored to be struck down dead by the God himself.

Mestamilsa (MEST-a-MILL-sah)
(Goddess of Pure Spirit, Thinker, Balancer, Goddess of Knowledge)

Mestamilsa is responsible for bringing the light of knowledge and wisdom to man. As a result, she is a popular god among man, but even that does not translate into a large religious following. She has suffered, much like her more passive brothers and sisters, with the troubles and strife in recent years. Her universal symbol is a torch, and four points of light radiating from the flame. Priests of this Goddess are called Mestans within and without the order.

Goddess of Knowledge Aspect (Intelligence, Knowledge, Wisdom): This is Metamilsa's most common aspectIn this aspect. In iconography, she is seen as a woman in her mid to late thirties, and of modest appearance. She wears clothes in various shades of gray. In one hand is a book or scroll, and in the other she carries her torch of knowledge. Followers are all highly educated people (minimum INT=+2). They are often sought out for their knowledge in settling disputes, or sometimes just for tutotroing. These followers will often set up schools so that ideas can be learned and expanded (costs vary from free to substantial) . A city counsel will almost always have a Mestamilsan chair present. Priests of this aspect dress as their goddess does, in clothes of gray. Many of these priests run libraries and temples. In some cases a Mestan temple actually IS a library.

Goddess of Purity Aspect (Knowledge, Wisdom, Sun): In this form Mestamilsa is seen as the Goddess that taught the difference between good and evil, order and chaos, hope and despair. She teaches that evil only leads to needless death and that should that path be followed, everyone would wallow in the misery of ignorance and despair. This aspect works closely with Semit and Yulta in driving evil away and she is in direct conflict with the entire Evil Pantheon. Followers of this aspect wear all white, with touches of silver and gray. All preach the philosophy of truth, justice and the virtues of goodness. None of these followers will harbor nor abide evil in any form and they will seek to stamp it out by all acceptable and lawful means available to them.

Burial Rites : Followers are given a blessing, their foreheads are anointed in oil, wrapped in a white cloth and then cremated. The remains are given to either the family or the highest priest to dispose of as they see fit.

Foenseth (FO-wen-seth) aka "Reyetta" (ray-ET-tah)
(Water Bearer; Goddess of Rivers, Lakes and Oceans; The Virgin; Goddess of Beauty)

Foenseth (sometimes known as Reyetta) was the goddess that formed the world's streams, rivers, lakes and oceans with her tears and blood. Both of her aspects show her as an incredibly beautiful woman. It was this beauty that drove Trantrure mad with lust. He attempted to rape her, but she resisted and "killed" herself in order to prevent him from doing so. As a result, she formed all the water in the world with her tears, and in the same moment she rose again, whole,

to become the goddess of water and of alluring, eternal beauty. Trantrure, tried to rape her again, but was thwarted the second time by Semit who cast him from the heavens to dwell forever in the darkness of the netherworld.

Goddess of Water (Charisma; Element, Water; Healing): This aspect is responsible for the world's lifeblood, its waters. In it, the goddess fills the oceans and rivers with the essence of life and she gives water the power to make things grow again. It is this aspect that works hand in hand with Yulta in making the world bloom and prosper. Followers of this order wear robes of blue and often adorn their hair with blue beads. They all live near a source of water, be it a stream, the city fountain or the ocean. They all try to work closely with the Yultans and often mimic the Yultans' concepts of work, helping others and spreading goodness and temperance with nature. All followers will wear a symbol representing water.

Goddess of Beauty (Charisma; Element, Water; Love): In her other aspect, Foeenseth is the personification of beauty. Every picture, statue or carving of her is different, but all depict a beautiful, virginal woman. Most of its followers are pacifists, first and foremost. They all take vows of poverty, refusing to life a pampered and lavish lifestyle. They all preach that beauty is more than a wondrous appearance, but that true beauty resides in the heart and that true goodness brings beauty no matter what a person looks like. This can at times put them in direct conflict with Semitians, who when "push comes to shove" will smite their enemies without a second thought. They carry or sew upon their clothes, an eyeless actor's mask, which symbolizes that beauty is often hidden beyond the range of normal sight.

Burial Rites: The body is washed and placed in a casket (or blanket if one is not available). Flowers and a small bottle of water are placed with the body and then the remains are buried.

Barkhat (BAR-hot)

(God of Crafts, God of Fire, The Forge-maker)

Massively muscled, Barkhat is the god that shapes the raw world into form. He taught both man and gods how to make things. His symbol is that of a single flame, gold and red, standing alone. He has few squabbles with the other gods save when they destroy his good works for no reason. The only god that he directly opposes is Murdt, whom he blocks in all his aspects. He is seen as an even-tempered middle aged man, often bald, but always with facial hair.

God of the Sun and Fire: As the god of the sun Barkhat is charged with regulating the length of day and the cycle of work in a person's life. In this aspect he is seen as the opposite of his "brother" Enx and the direct and mortal enemy of Murdt. As the god of the sun and fire, Barkhat appears as a fit and muscular man with a good tan and gold eyes. He wears few clothes, usually depicted as wearing only a light shirt and sorts or even nude.

God of Crafts and Strength: In this aspect Barkhat is an extremely muscular man with no hair on his head but almost always with some facial hair. He is seen as wearing only wool pants and a leather workman's apron. This is the aspect that taught man and gods the benefits of tools and how to make things to better their lives. As the lord of the forge Barkhat can make or break any weapon, no matter where or what its origin may be. Some have even gone to say that he is the one that formed the world at Yulta's request, but this is disputed by many of his own followers.

Alasharta (Ah-lah-SCHAR-tah)

(Goddess of Music and Dance, Goddess of Language, Wind-Song)

Alasharta is the god that gave man the ability to communicate and to convey his feeling and emotions through movement and voice. Like many of the goddesses she is seen as a beautiful woman, but sometimes she is seen as a young girl. He symbol is a harp or a flute, both silver. She is not fond of the evil gods and will not associate with them at all. She is fond of Semit and sings his praises, sometimes causing a bit of confusion among her followers and those of Semit whom don't know how to take the praise.

The Goddess of Music and Dance: The waif-like beauty of Alasharta with the sweet voice and perfection of motion is the personification of dance and song. She tells the stories of gods and men through motion and by song. She taught the first bards how to sing and the first lover's how to dance. This aspect has few followers save bards, minstrels and dancers and most of them only pay her homage in addition to serving other gods. Those whom she favors she gives the gift of dance or voice and any skill rolls they require will be granted anywhere from a +2 to a +4 bonus.

The Goddess of Language: She gave man voice and with it the ability to pass on knowledge and experience through language. She is often depicted working with Mestamilsa as a god of education and learning. Her priests automatically have the Positrait "Language Aptitude". Lower order priests can select two free language skills, mid order priests can have two additional skills while the higher order has two more plus the linguistics skill.

Gaskorathmichtx (gask-or-RAH-mi-tix)

("Gask;" Trickster, God of the Palmstone)

Gaskorathmichtx, or Gask as is he is known to his followers, is the god of thieves, and rogues. He is the god of trickery and jest and he is known for his symbol, "the Palmstone" As the lord of tricks, pranks and merriment, Gask is viewed as somewhat self serving and fun loving. In the lighter aspect, Gask has no love for the foulness of the evil gods, nor much for the stuffiness of the good gods. Instead Gask makes light and fun of all things. As such, Gask is a favorite diety to Bards, jesters, and people of similar persuasion. As the lord thieves, cutthroats and rogues, Gask is viewed as a dangerous, devious, vengeful man.

God of Trickery & Humor: In this aspect, Gask is seen as a thin person, be it male or female. Gask usually wears bright happy colors and is a very

extroverted person. He delights in making fun of the serious people and pokes fun at the establishment in general. Followers of this aspect gain one free skill having to due with music or entertainment.

God of Rogues Aspect: There are two sides to the rogue aspect. In the first, Gask is seen as a humble street urchin that steals from the rich to give to the poor. He doesn't steal out of malice or greed, but to spread the wealth to those that need it more. He is looked upon with an almost whimsical air about him. Temples dedicated to this aspect are hidden away, protected from the law enforcement elements of the local community. In the second, Gask is seen as a thug, a cutpurse or a common thief. He steals out of malice and greed, and is Trantrure's dark spy and principle assassin. Followers of this darker aspect have been know to place small palmstones in the mouths of their victims. There are rumors of particularly vehement followers of Gask the Rogue having notable abilities, such as the power to climb sheer walls, ot to become invisible or inaudible at will.

God of Hate, Greed, and Jealousy: In this aspect, Gask is viewed as a thin, insatiably hateful and greedy man. He is never satisfied with what he has, always wanting more or better. He is the god that fosters hate among brothers and friends for material or philosophical reasons. He brings jealousy into the hearts of lovers and greed into those that have and have not. It is not unusual for some people to pray to this aspect to cause injury, harm, or sorrow on others so that they might gain.

Croitia (kro-EE-sha)

(God of Storms, Finger of Fate, Fickle One)

Croitia is a god alone and unto himself. He is the brother of Foenseth, but he does not share her temperament. He lives in a cloud castle all to himself seeing only Yulta, Foenseth and Barkhat, the god of Craft. It is said that he has separated himself from the other gods because of what happened to his sister and that Trantrure was not given a more harsh punishment or slain by Semit outright. Because of this he has no love for the evil gods either and often wages his own silent war against them.

God of Storms: Croitia is a moody god, in this aspect given to fits of sullen silence to horrible rage. He has no followers, instead all people give offerings to him to appease his fickle temper and to placate his rage should it arise. There is no set sacrifice or offering, only what people see fit to give, and the hope that it will please him enough so that he won't destroy or damage anyone or anything.

God of Fate: As the god of fate, Croitia determines who has good fortune and who has bad fortune. It is this aspect that is neutral in his dealing with all men and gods. He has no followers and seldom if accepts offerings. He deals out fate to those that deserve it in his eyes.

Dorimor (DORE-i-more)

(God of Disease and Famine; Blighted One; Master of Rot; Pain Bringer)

Dorimor is the offspring of dark Enx and Witherithal, and as a result is the undisputed lord of plague, disease, and famine. Dorimor is most often depicted as a frail, diseased man wearing rotting clothes. He delights in bringing suffering and hardship on the followers of light and goodness. He often acts on his own, sometimes even thwarting the designs of his fellow evil gods.

God of Disease: Considered the "right-hand man" of Enx by his evil followers, Dorimor provides the lord of darkness with tortured souls. Dorimor is an asexual deity worshipped by many lesser species and tortured souls of the dark. A special sect of priests holds Dorimor as their high lord. Their temples are called "Pits" and the high priest is call a "Pit Master". It is rumored that one of the first abilities bestowed upon a Domorian is immunity to disease plus the ability to spread it. . Some powerful followers can supposedly cause rot by a mere touch.

God of Pain: In this aspect he brings ultimate pain and suffering. It is said that he walks side by side with both Temis and Enx as they walk through the world of man. Sometimes he precedes their coming, sometimes he follows. There are few temples erected to this aspect, this does not have the following his other aspect possesses. But, some temples do exist. They try to work well with all the other dark gods, as

they believe there can not be true evil without pain. Followers of this aspect often receive the *Pain Resistance* Positrait at an early level. But this some have speculated that this might be due to the fact that the priests inflict self torture as a means of showing devotion to their god. In any event this aspect rewards his loyal followers with pain causing or preventing abilities as they gain in rank and status. There are several different symbols carried by the followers of this aspect, the most common being a jesters "crying mask" broken in half or a dagger with three jagged blades (this can also be used as a weapon, but it is extremely difficult to use to do is awkward design).

Trantrure (TRANT-rur)

(God of Evil; The Overlord of the Dark; The Dark Prince, Dark Lord, etc.)

Trantrure is evil in the truest sense of the word. An extremely intelligent and powerful deity, he is surprisingly free of the impatience which foils the plans of other evil schemers. He is content to slowly gather his forces and attack when the time is ripe. It is rumored that the Kingdom of Adlbore, located north of the Sea of Reeds is a monotheistic culture devoted to Trantrure. In conography, he is seen as a powerful figure, with black hair and eyes like glowing, red embers. Both of his aspects carry the same unholy symbol, a black fist.

The Overlord of Evil: Trantrure is the evil mastermind and the lord and ruler of the dark lords. His temples are ornate and rich. His priests are powerful and fearsome. As the lord of evil he preaches patience and power to his followers. High priests are rewarded for their careful plans and schemes that come to fruition. He rewards success and punishes failure. His priests are rewarded with a plethora of powers, far to numerable to mention here.

God of Lust and Power: In this aspect Trantrure is the god of rape, lust and the desire for power. He is a god who will take what he wants or needs because he has the power to do so. Those that lust for flesh, money or power pay homage to this god and offer his sacrifices at personal altars. Because of the personal nature of this aspect (and due to the individualistic nature) there are no temples erected and no priests ordained. There are reports of powerfil individual's touched by this aspect, wielding great abilities and influence.

Witherithal (WITH-er-i-THAL)

(Goddess of Decay and Entropy; The Dark Lady; Lady Trant; Destroyer)

Witherithal is the consort of Trantrure, and dreaded enemy of Yulta. She has a much smaller devotional base than either Trantrure or Enx, but she reputedly imbues her followers with the ability to use both preiestly and wizardly power. Some priesthoods of her order find it difficult to recruit followers because she is such as shadowy and quite figure. She is hauntingly beautiful and has the ability to change he appearance from awe inspiring to horrific.

Goddess of Decay and Entropy: As the goddess of entropy Witherithal has power over the decay of all material things. She is in direct conflict with Barkhat and Yulta in this regard. She seeks to destroy all that is made. She is patient and cunning, like her main consort Trantrure. Followers of her order develop all sorts of arcane powers. Some priests have been known to possess the ability to cause objects to crumble to dust and some have even whispered to have the power to cause death with a touch.

Goddess of Dark Knowledge: In this aspect The Dark Lady is seen as the master of the mystical arts and the teacher or arcane secrets. This aspect works hand in hand with many of the other god of evil as it benefits her and her followers to know and do. This aspect is called upon by other dark gods for divination and wisdom on how to defeat the gods of light. Followers of this aspect build temples with many hidden rooms and or underground catacombs that they use to hold dark rituals or store objects of power and wealth. Priests of this aspect, just like the priests of her other aspect, gain arcane powers as they increase in rank and status in her order. He symbol is a gold crescent moon on a black book.

Temis (TEH-mis)

(God of Strife; The All-Killer; The Iron Hand)

Temis is the twin brother of Semit, representing the evil side of the same ethos. Temis is war for war's sake only. There is no inherent nobility in Temis-sponsored struggles--only carnage, the rise to power and control over others. Temis' followers are usually warlike peoples, including such heinous groups as the

Silent Rippers and Spectral Hand. The nation of Malforia, far to the eat, holds Temis as their chief god, replacing even Trantrure as the head of the dark ones. He openly wars against his twin brother Semit. His symbol, carried loyally by all his followers, is a red eye over a black sword (tip pointing upward).

God of War, Battle and Struggle: War, the struggle for total control over a peoples through the use of force and power, that is what Temis represents. He is the ultimate warrior, big, fast, strong, tough and fearsome. He wages war so that he may cull away the weak and the old. He wars solely for control and power. War is a contest and he and his followers don't like to lose. There are almost as many temples erected to Temis as there are erected to Trantrure. His loyal subjects receive some gifts, all in the realm that make them better warriors.

Murdt (MURT)

(God of Monsters, God of Terror, The Fearful one)

Murdt is the warped and twisted offspring of Trantrure and Witherithal. He is formless, a black inky cloud of evil. His followers include both human and non-human beings. His symbol is a black flag or cloth with two red eyes at the center. There are no known temples erected to this god but he does have followers among many evil or avaracious creatures.

God of Monsters: Murdt was believed to have "birthed" the first monster after a fierce battle with his principle opponent, Barkhat. His blood is said to have mingled with the earth and formed the first of the dark creatures to roam the world. Murdt is said to create and experiment with new creatures to torment and plague the inhabitants of the world. This aspect has no temples, or priests, but there are some that gain wisdom and guidance through him on how to construct new terrors.

God of Terror: In this aspect he is seen as all that is wrathful, hated, feared and loathed. It (since no one knows if it even has a gender) can assume any form and bring paralyzing fear to whatever sees it. He wages a private war with Barkhat to destroy hope and creativity, while Barkhat opposes him in his every move. Followers of this aspect can gain the ability to cause fear or to become immune to fear. The more powerful the followers, the more powers they possess and the greater the power becomes.

Ancient Languages

Here are ancient languages the characters might encounter in their travels:

Rahndoon: A language is found almost exclusively on scrolls and carvings dating back to antiquity. It is ascribed to a group of people called "The Lomarii," about which little is currently known.

Varda: An ancient tongue, dating back to what is now known as the Baldren Empire. Settlers report that some of the indigenous tribes of the New World speak a variant of this tongue.

CREDITS

Though mainly a product of my own imagination, the World of Omeria would not exist without the following major contributions:

Neal Scott (Creation of Alkaghi League; contributions to Omerian Pantheon; securing of all the artwork you see here).

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Maps created using *Heroes of Might and Magic III* Map editor

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